

Application Serial No.: 10/632,003  
Attorney Docket No.: 0260256

**List of Claims:**

Claims 1-47 (Cancelled)

48. (New) A method of obtaining a first media asset by a user device over a network, the method comprising:

receiving an asset list, including information about a plurality of media assets, over the network;

storing the asset list, including the information about the plurality of media assets, in a memory;

sending a request to a remote server for a delivery of the first media asset to the user device over the network, wherein the request is based on a selection of the first media asset from the asset list based on the information about the plurality of media assets stored in the memory;

receiving the delivery of the first media asset at the user device, periodically, based on one or more download timing constraints, managed by the user device, being met; and

providing an uninterrupted and continuous stream of the first media asset for viewing by a user without requiring a real-time buffering.

49. (New) The method of claim 48, wherein the selection is made by the user.

50. (New) The method of claim 48, wherein the one or more download timing constraints includes a bandwidth availability of the network.

51. (New) The method of claim 48, wherein the one or more download timing constraints includes a time of day.

52. (New) The method of claim 48, wherein the one or more download timing constraints includes an assured quality of service.

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53. (New) The method of claim 48, wherein the one or more download timing constraints includes the user device being idle.

54. (New) The method of claim 48, wherein the one or more download timing constraints includes a level of activity of the network.

55. (New) The method of claim 48, wherein the one or more download timing constraints includes a level of memory usage of the user device.

56. (New) The method of claim 48, wherein the one or more download timing constraints includes a level of CPU usage of the user device.

57. (New) A method of delivering a first media asset selected from an asset list supplied to a user device over a network, the asset list including information about a plurality of media assets, the method comprising:

receiving a request, based on the information, for a delivery of the first media asset to the user device; and

delivering the first media asset to the user device periodically based on one or more download timing constraints, managed by the user device, being met;

whereby the first media asset can be made viewable by the a user device to a user by providing an uninterrupted and continuous stream of the first media asset without requiring a real-time buffering.

58. (New) The method of claim 57, wherein the one or more download timing constraints includes a bandwidth availability of the network.

59. (New) The method of claim 57, wherein the one or more download timing constraints includes a time of day.

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60. (New) The method of claim 57, wherein the one or more download timing constraints includes an assured quality of service.

61. (New) The method of claim 57, wherein the one or more download timing constraints includes the user device being idle.

62. (New) The method of claim 57, wherein the one or more download timing constraints includes a level of activity of the network.

63. (New) The method of claim 57, wherein the one or more download timing constraints includes a level of memory usage of the user device.

64. (New) The method of claim 57, wherein the one or more download timing constraints includes a level of CPU usage of the user device.

65. (New) A user device for obtaining a first media asset over a network and displaying the first media asset to a user, the user device comprising:

a memory; and

a CPU configured to

receive an asset list, including information about a plurality of media assets, over the network;

store the asset list, including the information about the plurality of media assets, in the memory;

send a request to a remote server for a delivery of the first media asset to the user device over the network, wherein the request is based on a selection of the first media asset from the asset list based on the information about the plurality of media assets stored in the memory;

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receive the delivery of the first media asset at the user device,  
periodically, based on one or more download timing constraints, managed by the  
user device, being met; and

provide an uninterrupted and continuous stream of the first media asset  
for viewing by a user without requiring a real-time buffering.

66. (New) The user device of claim 65, wherein the selection is made by the user.

67. (New) The user device of claim 65, wherein the one or more download timing  
constraints includes a bandwidth availability of the network.

68. (New) The user device of claim 65, wherein the one or more download timing  
constraints includes a time of day.

69. (New) The user device of claim 65, wherein the one or more download timing  
constraints includes an assured quality of service.

70. (New) The user device of claim 65, wherein the one or more download timing  
constraints includes the user device being idle.

71. (New) The user device of claim 65, wherein the one or more download timing  
constraints includes a level of activity of the network.

72. (New) The user device of claim 65, wherein the one or more download timing  
constraints includes a level of the memory usage.

73. (New) The user device of claim 65, wherein the one or more download timing  
constraints includes a level of the CPU usage.